

# Characterizing Encrypted Application Traffic Through Cellular Radio Interface Protocol

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University of  
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**Encrypted network  
traffic *ensures* no  
eavesdropping!**



Encrypted network traffic  
ensures no eavesdropping!

What if...

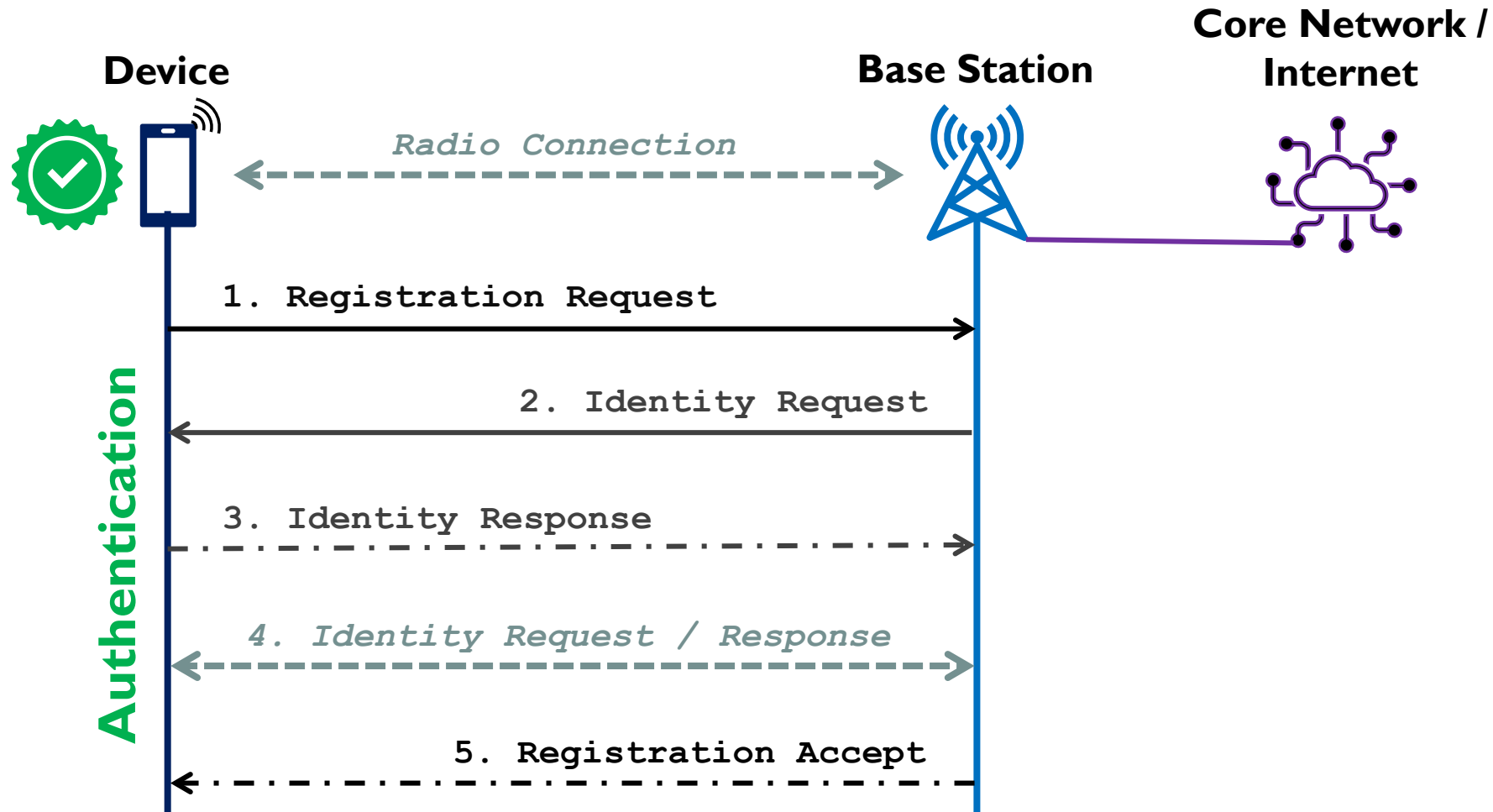


What if...

An adversary can still  
see what **apps** the  
**user-device** is using!!!

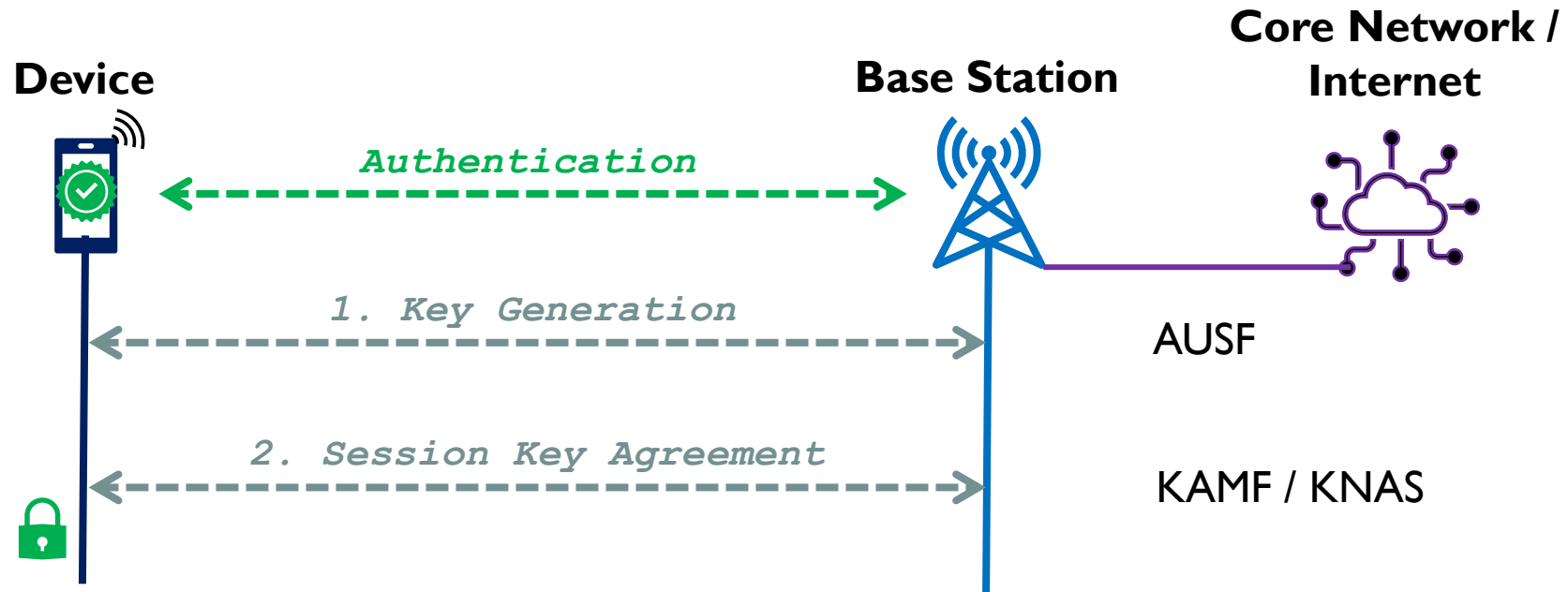


# Understanding 5G: Device Registration



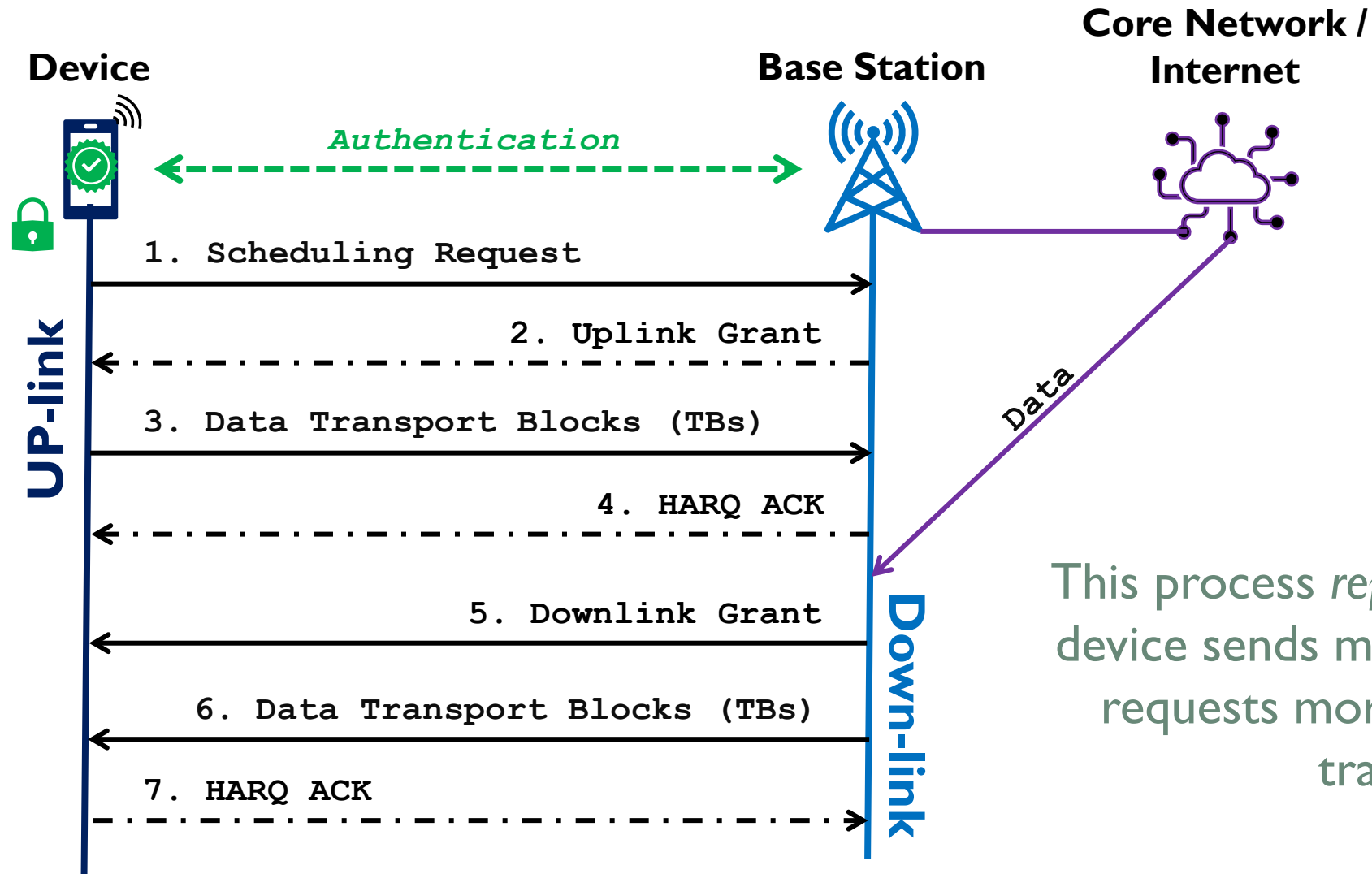
Every device needs to register and authenticate before accessing the 5G network.

# Understanding 5G: Encryption Keys



The **NAS** layer encrypts all messages in subsequent exchanges, e.g., service requests, configuration updates.

# Understanding 5G: Data Transmission




This process *repeats* as the device sends more data or requests more downlink transmissions.

**!!** Despite strong **authentication**, **encryption**, and **access control** mechanisms, how can an **adversary** learn about the **device's activities** over the network? **!!**

Research Question



**!!** Despite strong **authentication**, **encryption**, and **access control** mechanisms, how can an **adversary** learn about the **device's activities** over the network? **!!**

 **Radio Resource Blocks (RRBs) Allocation!**

# The Key Idea: Observing Physical and MAC layer Interactions

The device pushes data to the **PDCP** layer.

The **PDCP** protocol transfers the data to the **MAC** layer.

Stores the data in application-specific buffer for transmission.

The **MAC** scheduler requests the base station for radio resources:

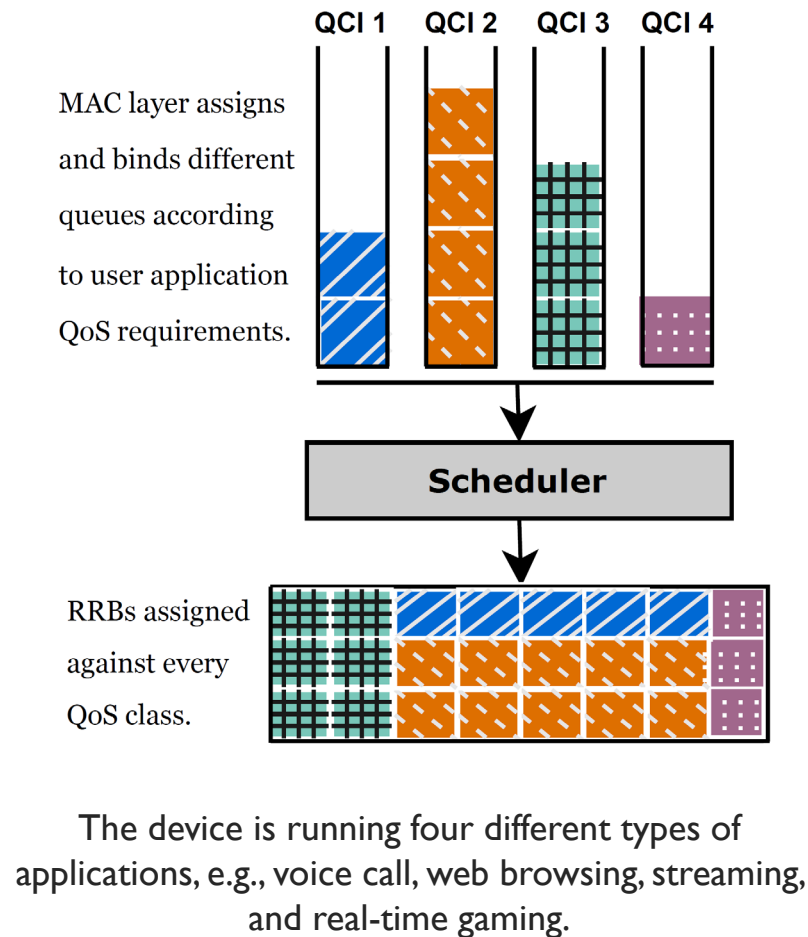
Buffer sizes

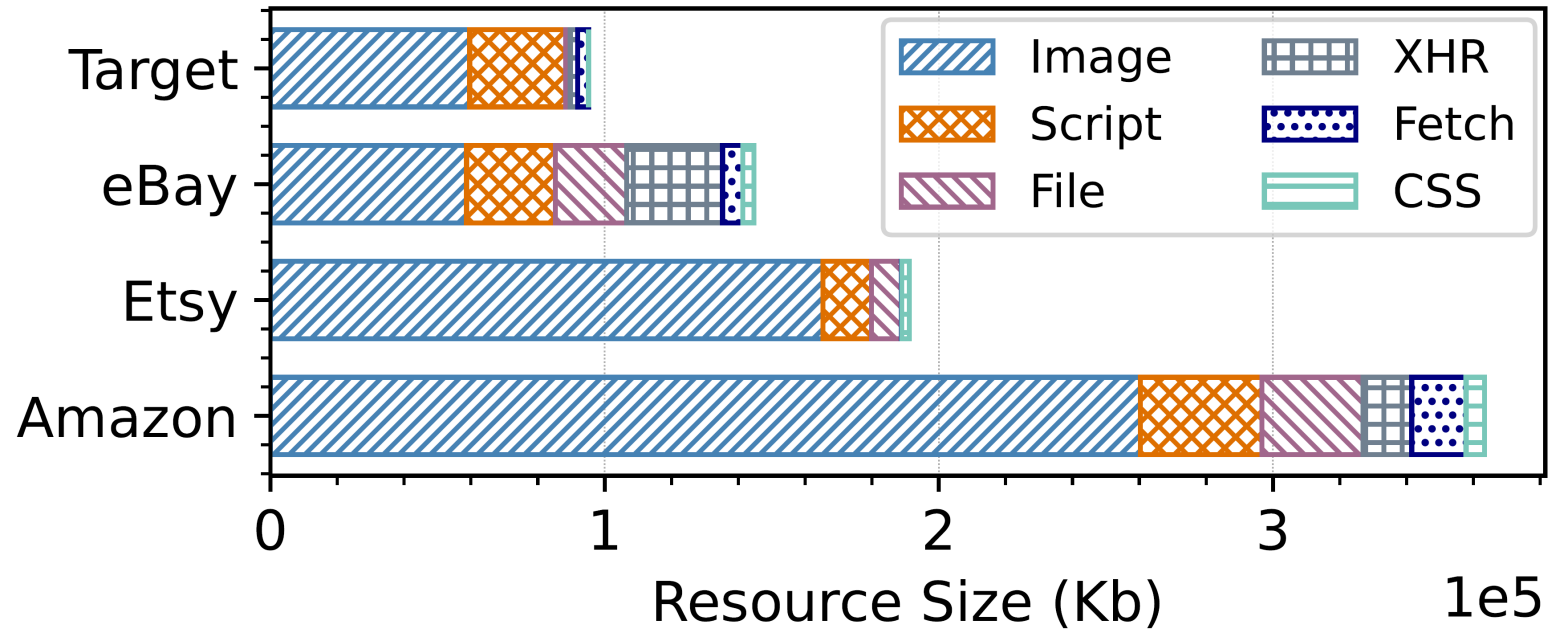
Quality-of-Service  
(QoS)

Priority

# MAC Scheduling

- There are 26 QoS Class Identifiers (QCI) indicating:
  - Guaranteed Bit Rate (GBR), or Non-GBR
  - Relative priority
- MAC layer assigns and binds different queues according to user application QoS requirements.
- The scheduler assigns RRBs against every QoS class.
  - It takes the *number*, *size*, and *priority* of different queues into account.






**Key Insight:** Unique Application Resources



How to acquire **scheduling**   
information for device-application  
 **fingerprinting?**

Challenge 1

# Acquiring Scheduling Information

- Downlink Control Information (DCI) through the Physical Downlink Control Channel (PDCCH).
  - DCI Type 0: Uplink
  - DCI Type 1: Downlink
- Bitmap indicating the Resource Block Groups (RBGs) allocated to the device.
- The DCI is transmitted **without encryption** over the air.
-  Eavesdrop on the PDCCH and retrieve the bitmap with RBGs.




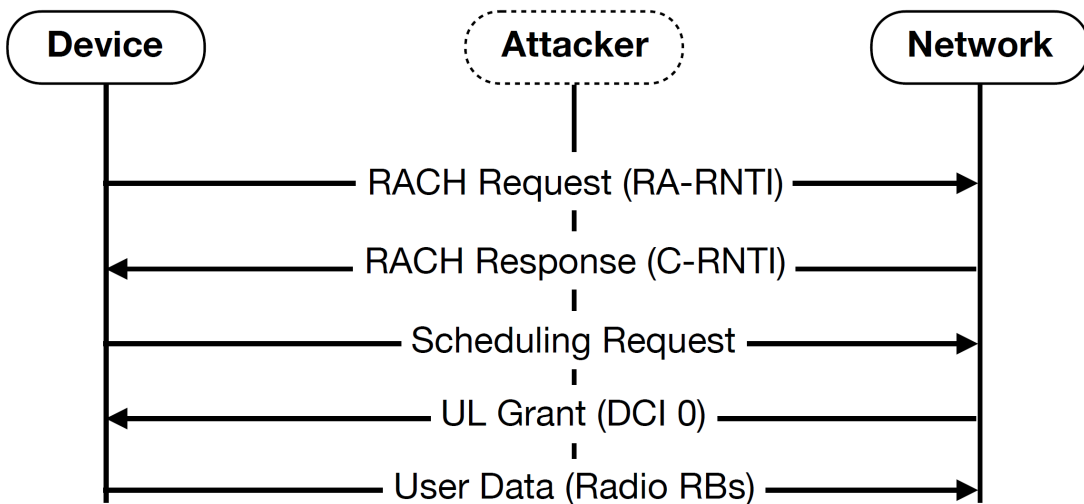
How to *identify* the *victim* device?



Challenge 2

# Identifying the Victim Device

- When a device registers with the network, it receives **C-RNTI**.
  - Unique device identifier within the cell.
  - Helps the device to identify the data intended for it.
- C-RNTI is sent in plaintext.
-  The attacker can identify who is who over the radio communication.







EXPERIMENTS,  
EVALUATION, &  
FINDINGS!

# Experimental Setup

- OnePlus 5G cell phone.
  - Running multiple GBR and non-GBR applications.
  - Automated with Selendroid.
- **QXDM** and **QCAT** for collecting traces.
  - Radio Resource Block (RRB)
- We collect the traces for a single application at a time.
- 1217 traces over six-months.
  - $\geq 20$  iterations per application.
  - 43 GBs!

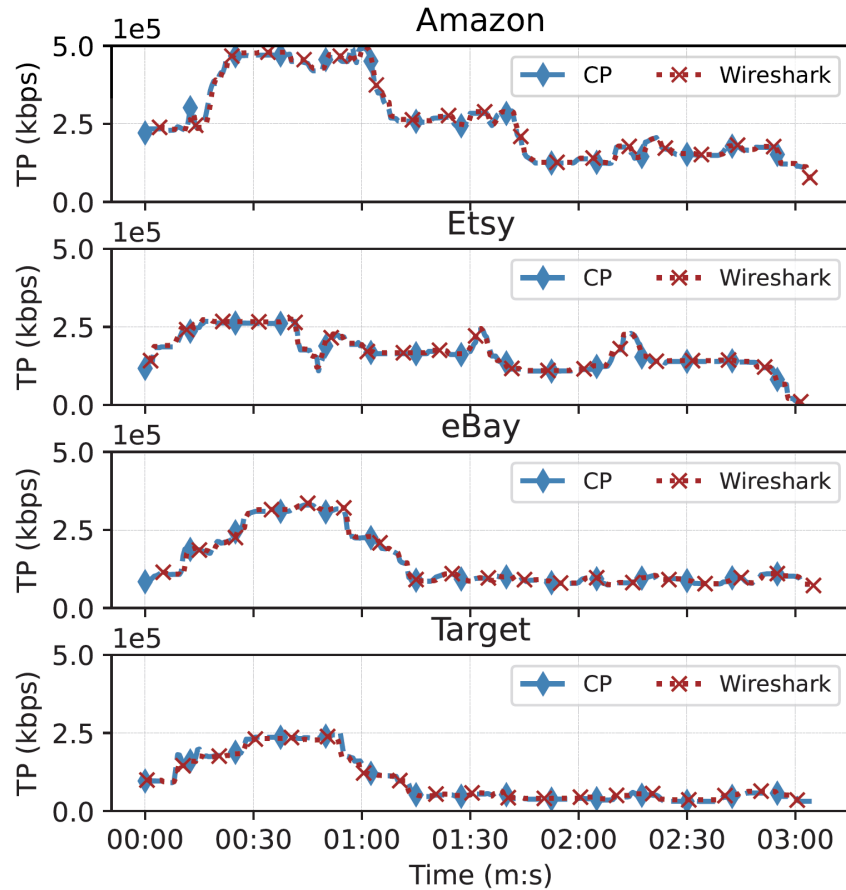
Data Link



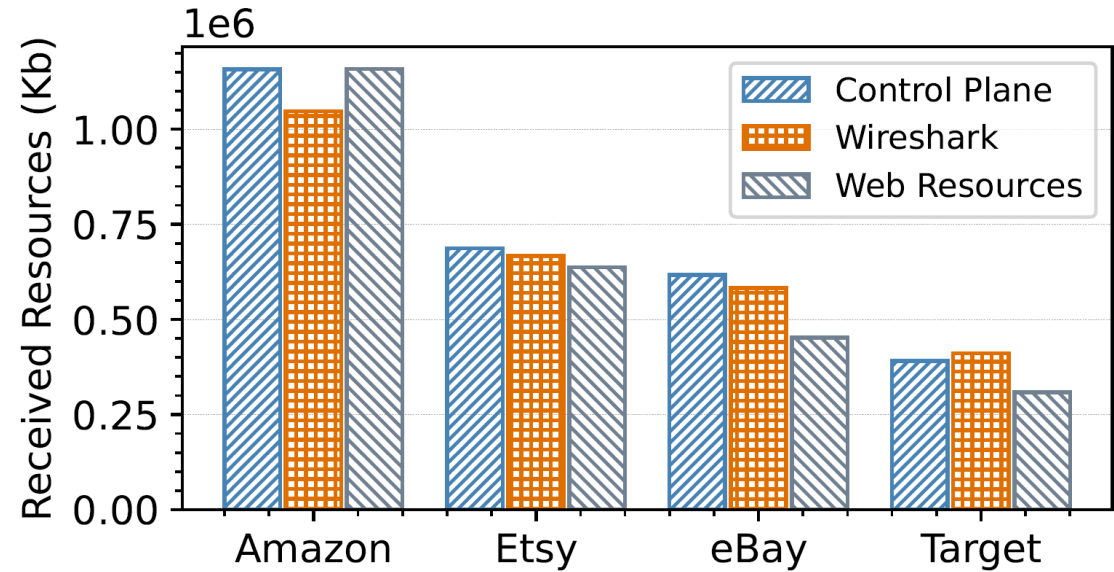
Service Category	Applications
Online Shopping	Amazon, eBay, Etsy, Target
Voice/Video Conferencing	Facebook Messenger, Telegram, WhatsApp, Zoom
Video Streaming	YouTube (Live and Non-Live in various qualities)
OTT Services	Apple TV+, Amazon Prime Video, Netflix

# RRB vs. Device Wireshark

## Continuous Usage

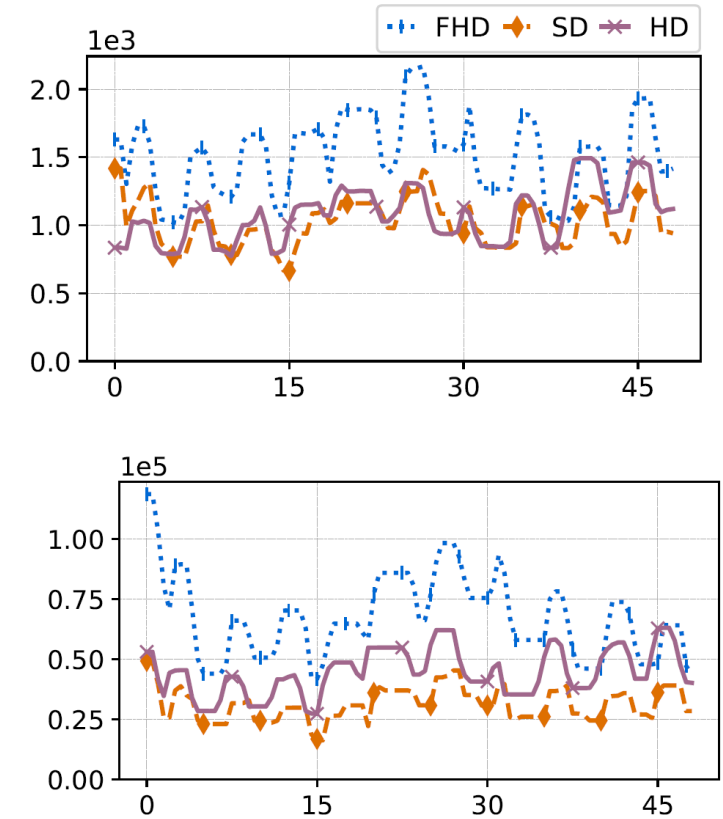
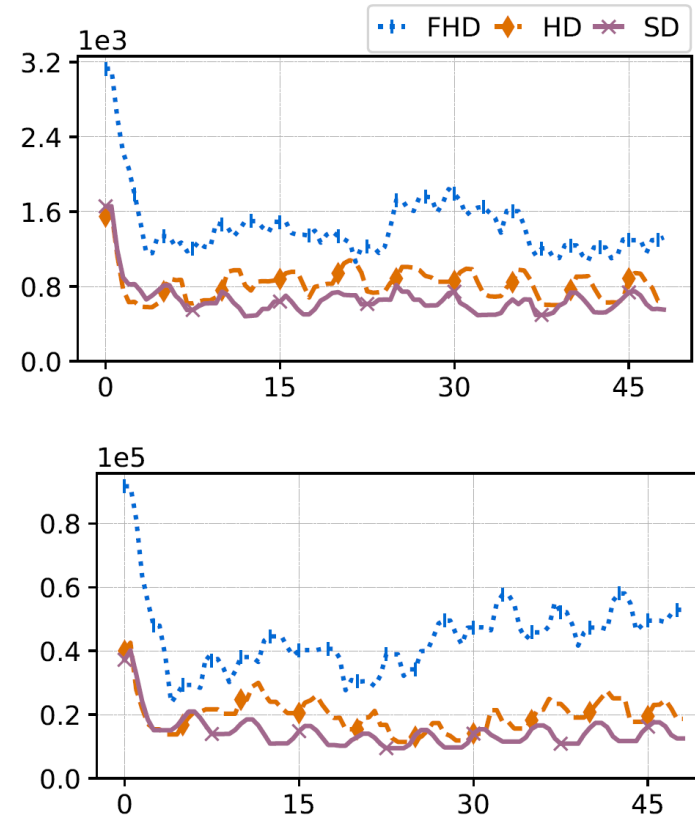
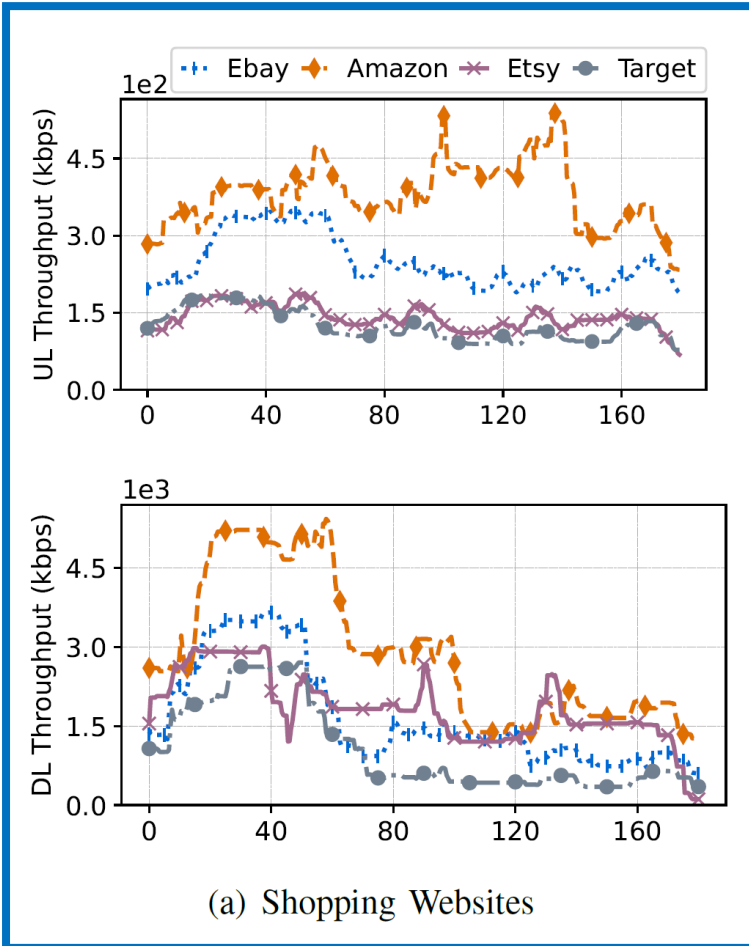


## Total Usage

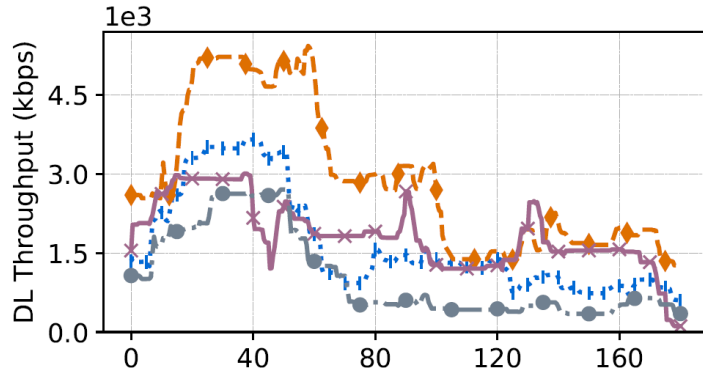
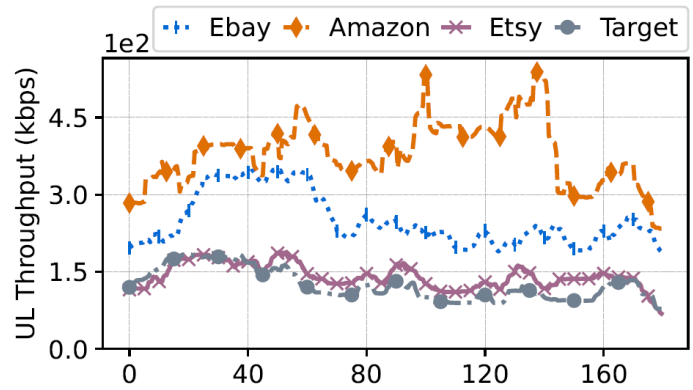


Throughput patterns in RRB and Wireshark are *identical and interchangeable*.

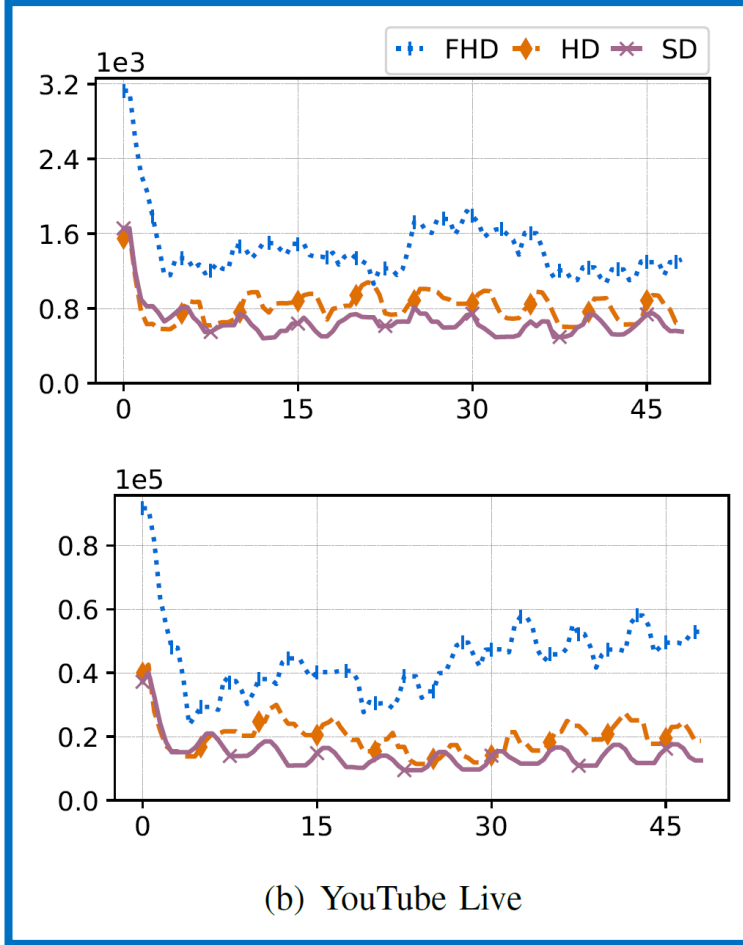
# Fingerprinting Applications in the Wild



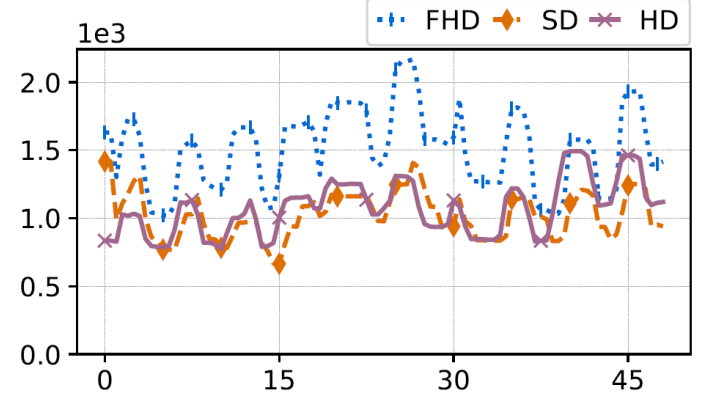
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(a) Shopping Websites

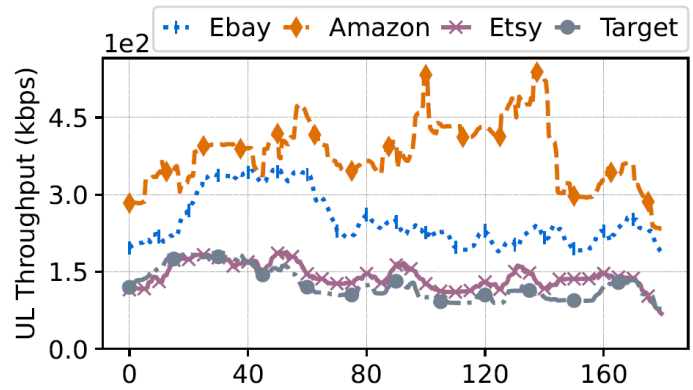


(b) YouTube Live

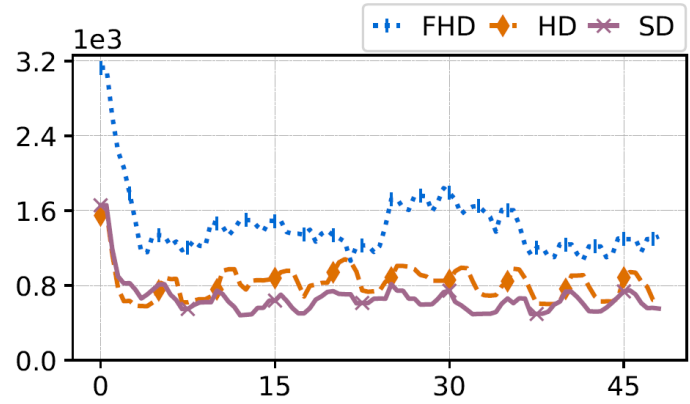
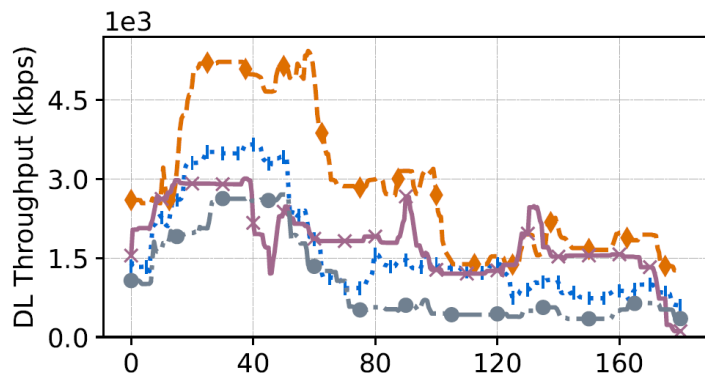


(c) YouTube Non-Live

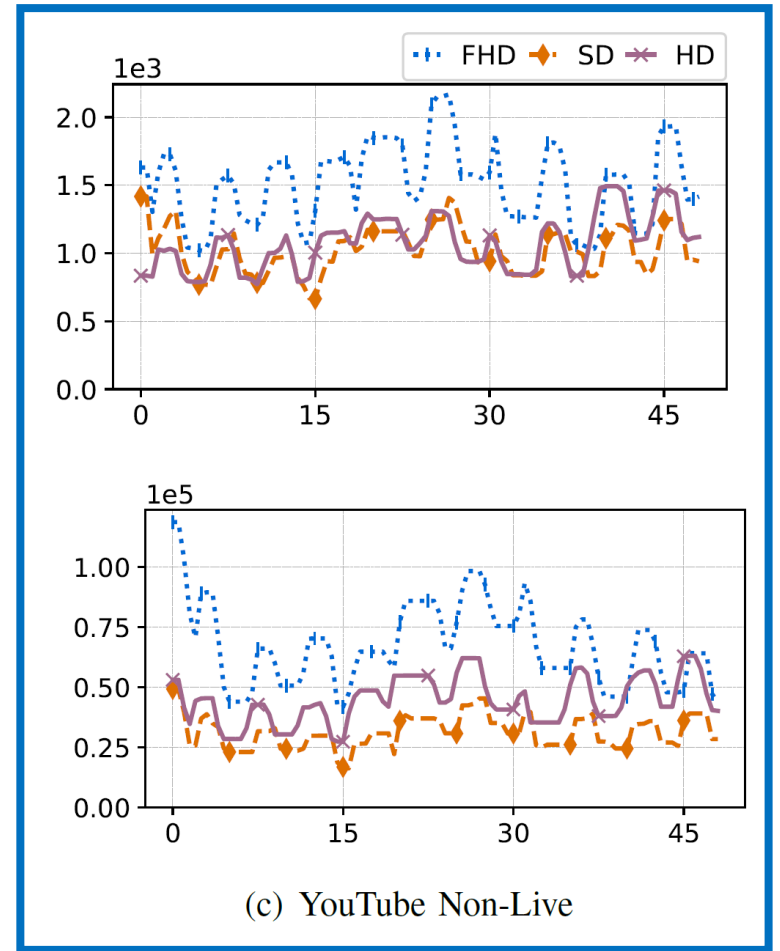
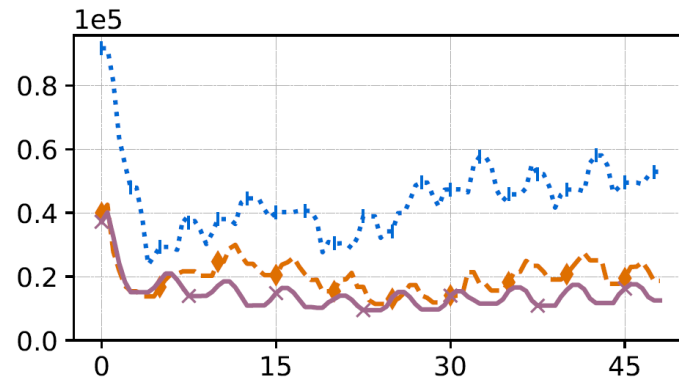
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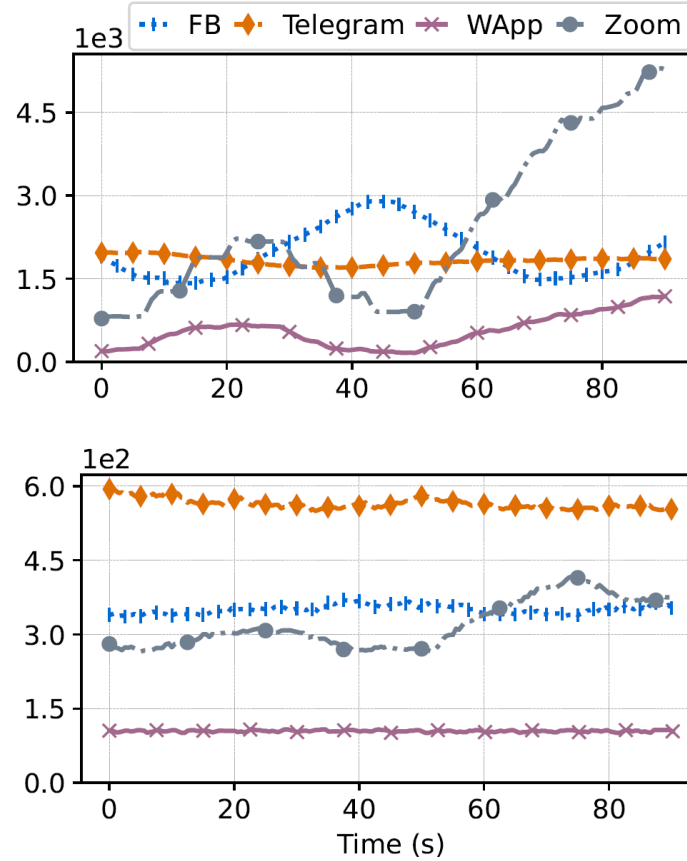
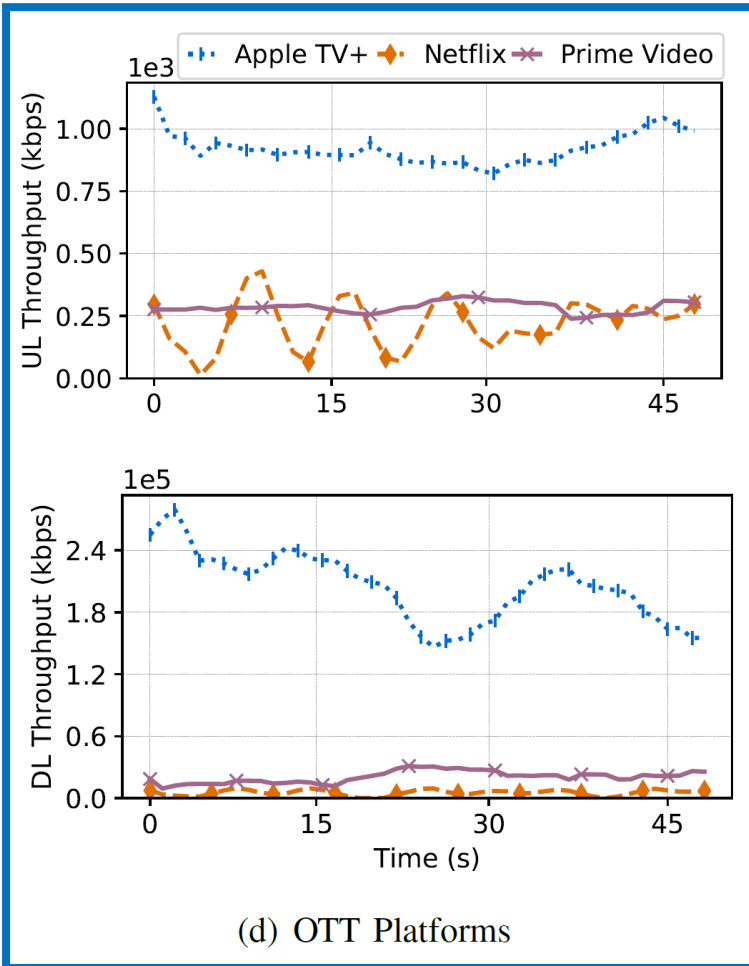


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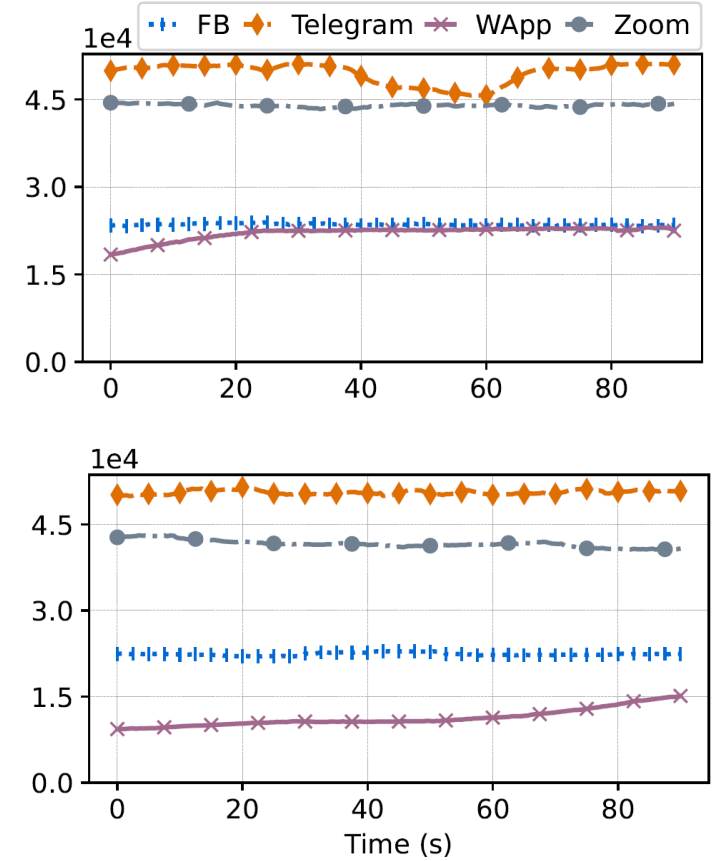


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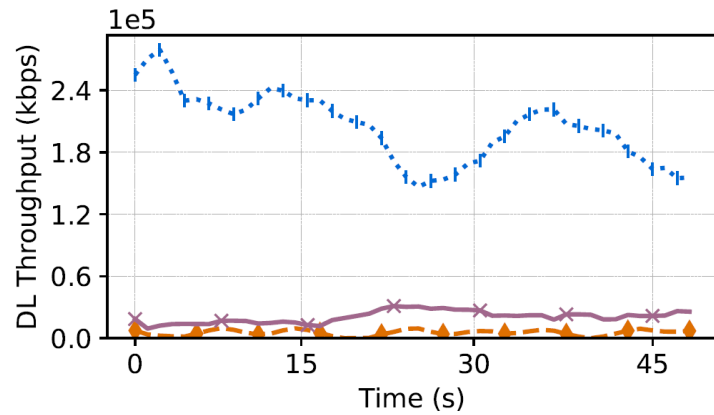
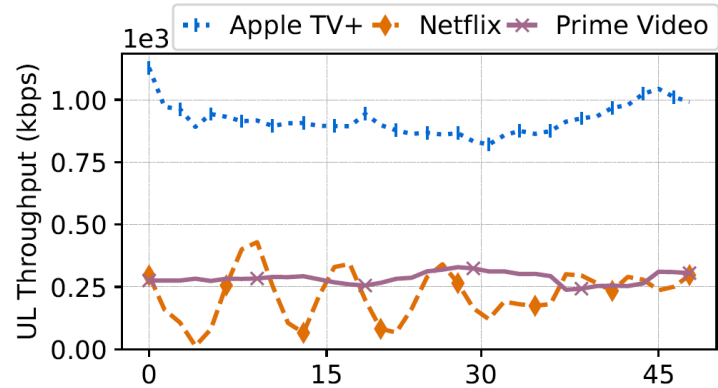


(e) Voice Call

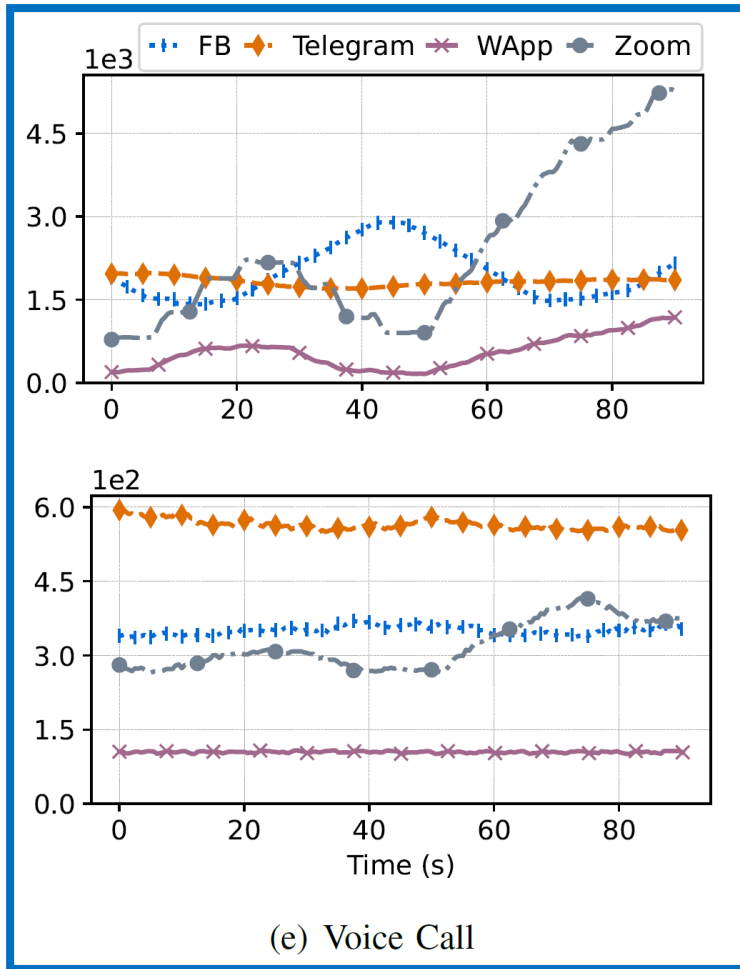


(f) Video Call

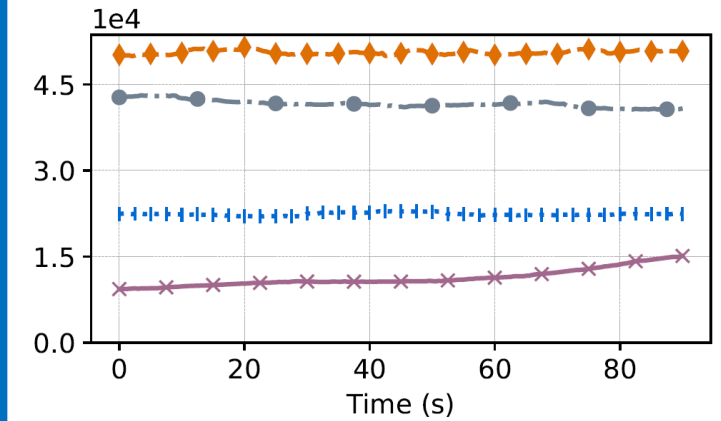
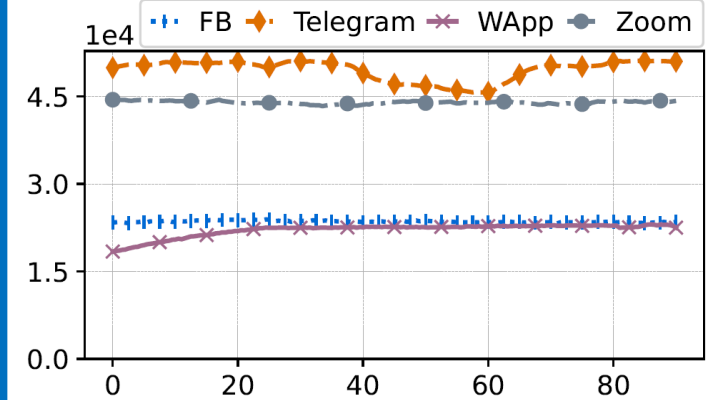
# Fingerprinting Applications in the Wild



(d) OTT Platforms



(e) Voice Call

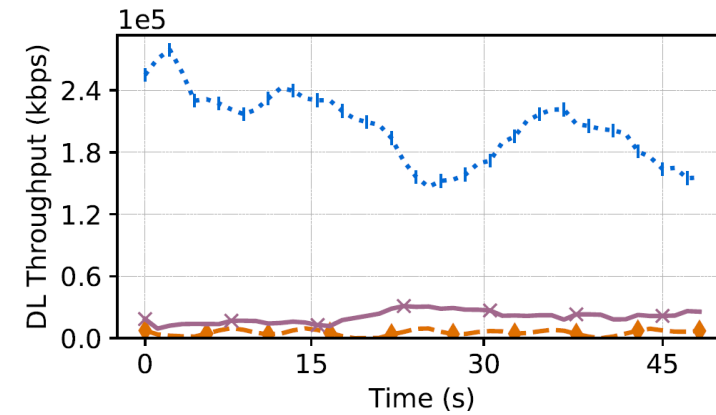
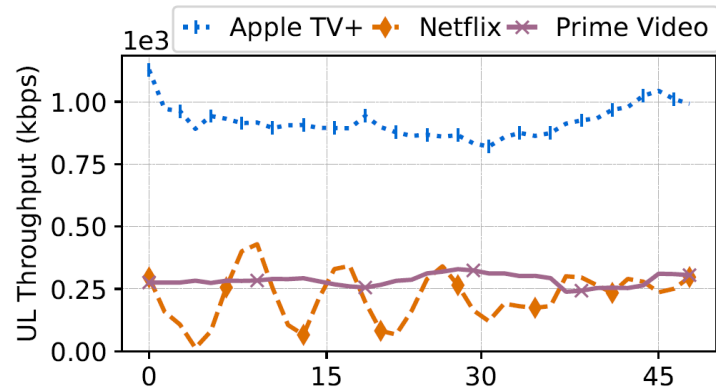


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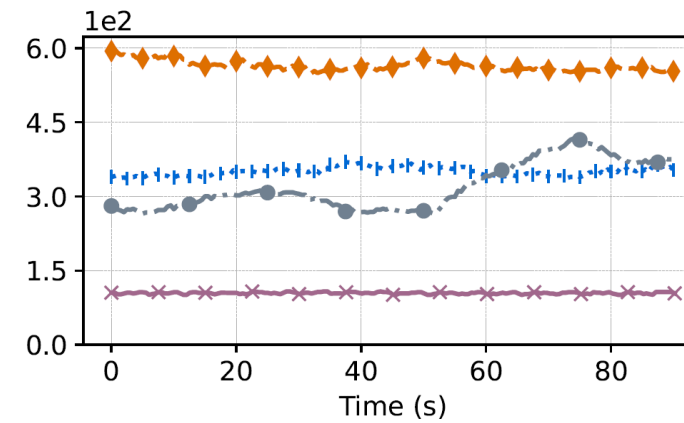
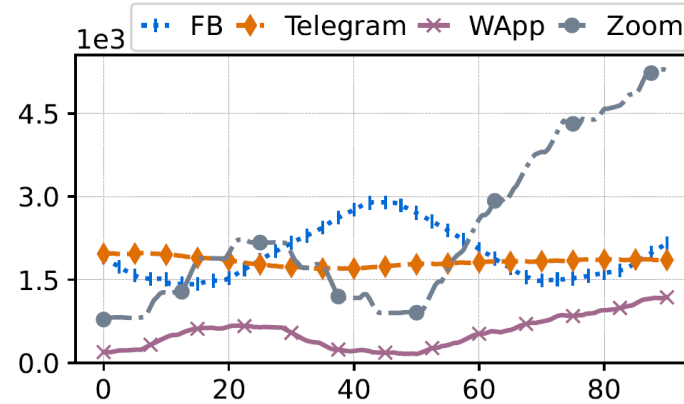




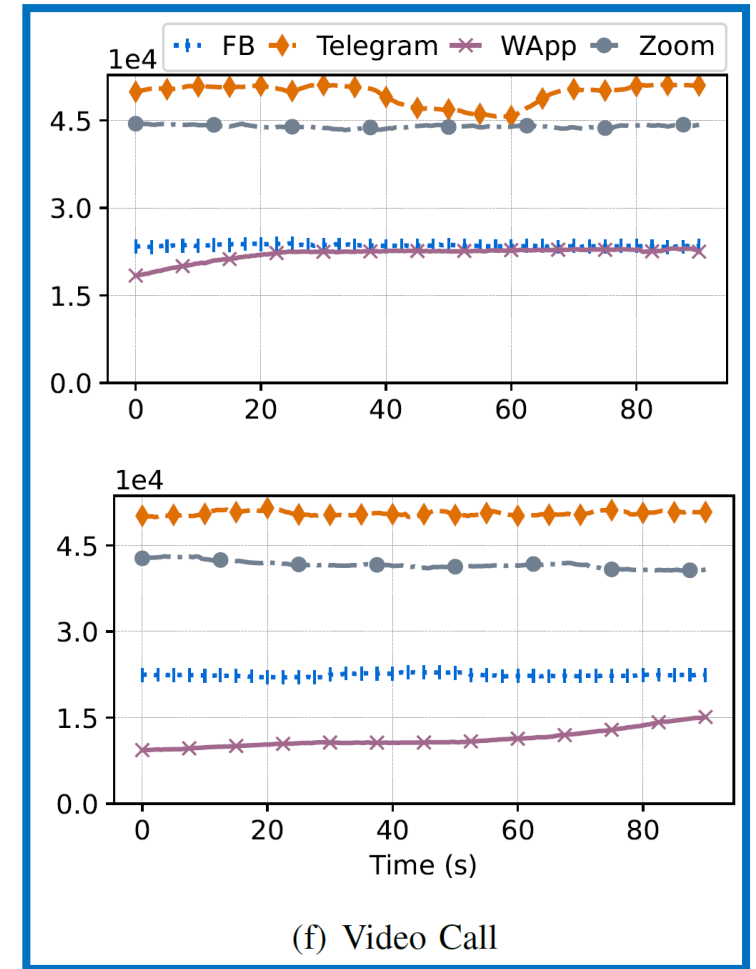
# Fingerprinting Applications in the Wild



(d) OTT Platforms



(e) Voice Call



(f) Video Call



# Application Classification

- **Random Forest** and **Extra Trees** classifiers for application and service category classification.
- We use similar hyperparameters and training setting for direct comparison.
- **Feature Generation:**
  - Min, Max, Mean, STD, Slope, Q1, and Q3

Models	Accuracy	Avg. Precision	Avg. Recall	Avg. F1-Score
Random Forest	94	93	94	93
Extra Trees	90	91	93	91

# CONCLUSION

- We successfully fingerprinted various mobile applications in the wild using RRB traces.
- Our work highlighted the following insights:
  - Mobile applications generate **unique footprints** based on the number, types, and sizes of resources.
  - A correlation exists among the total resources, **RRB**, and **Wireshark** throughputs.
  - We can analyze both **continuous and cumulative** data to distinguish different types of applications.
- Our study aims to inform future design, implementation, and deployment decisions of 5G mobile networks and beyond.

# Seeking internship opportunities!

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